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## Stage 1 | Javascript / TypescriptGambling Game

- Javascript
- Typescript
- Event
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- API (Web Socket & Ajax)
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/ 12 ~ 14

- **Lesson 1**
  - Promise
  - Promise.race
- **Lesson 2**
  - -
- **Lesson 3**
  - async / await
  - Promise.finally
  - Promise.all
- **Lesson 4**
  - Function.prototype.bind
  - Function.prototype.apply
  - Function.prototype.call
- **Lesson 5**
  - Tween
- **Lesson 6**
  - -
- **Exam 1**
- **Lesson 7**
  - Object Oriented Programming
  - TypeScript (interfaceclassenum)
  - getter / setter
- **Lesson 8**
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- **Lesson 9**
  - Web Socket (websocket-as-promised)
  - Ajax (Axios)
- **Lesson 10**
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- **Lesson 11**
  - Event System
- **Lesson 12**
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- **Exam 2**

## Stage 2 | Cocos Creator

- Cocos Creator
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- Cocos API

/ 6 ~ 8

- **Lesson 1 | Editor**
  - Cocos Project Structure
  - How to use Cocos Editor
  - Cocos Life Cycle
  - Scene (.fire)
  - cc.Node
  - cc.Label
  - cc.RichText
  - cc.Sprite
  - Custom Component
  - Cocos Event
- **Lesson 2 |**

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- cc.Tween
- cc.Button
- cc.ProgressBar
- cc.Mask
- cc.Widget
- cc.BlockInputEvents
- **Lesson 3 |**
  - Spine (sp.skeleton)
  - Particle (cc.ParticleSystem / cc.ParticleSystem3D)
  - Animation (cc.Animation)
- **Lesson 4 |**
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  - cc.PageView
- **Lesson 5 |**
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  - cc.ScrollView
  - cc.Toggle / cc.ToggleContainer
  - cc.Prefab
  - cc.instantiate
  - cc.Layout
  - cc.EditBox
- **Lesson 6 |**
  - Material
  - Shader
  - executeInEditMode
  - cc.game.addPersistentRootNode
  - cc.systemEvent
  - Bundle
  - cc.BoxCollider
  - cc.LabelOutline
  - cc.Graphics

## Stage 3 |

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